CLAIMS

1. A method for data delivery comprising a first server computer connected to a first network, a second server computer connected to the first network, said first and second servers being interconnected via a second network, the method comprising:

synchronizing parameters of the first and second server computers; receiving an asset request from a user via the first network; processing the asset request by the first and second server computers; determining the operational status of the first server computer, wherein

if a failure is not detected, transmitting the asset by the first server via the first network,

if a failure is detected, transmitting the asset by the second server via the first network.

- 2. The method of claim 1, wherein the steps of detecting a failure and transmitting the asset by the second server computer via the first network are performed within one interval.
- 3. The method of claim 2, wherein the interval is one video frame in duration.
- 4. The method of claim 1, wherein the second server computer initiates data synchronization.
- 5. The method of claim1, wherein the first server computer initiates data synchronization.
- 6. The method of claim1, wherein a synchronization component initiates data synchronization.
- 7. The method of claim 1, wherein the step of detecting a failure comprises monitoring a plurality of signals transmitted by the first server computer during one interval.
- 8. The method of claim 7, wherein the plurality of signals are transmitted at a frequency greater than 1 divided by the interval.
- 9. The method of claim 7, wherein the interval is one video frame in duration.

- 10. The method of claim 7, wherein a failure is determined to have occurred when a predefined number of signals are not received.
- 11. The method of claim 1, wherein the step of detecting a failure is performed by the second server computer
- 12. The method of claim 1, wherein the step of detecting a failure is performed by a component monitor.
- 13. The method of claim 1, wherein the step of detecting a failure is performed by the first server computer.
- 14. The method of claim 1, wherein the step of detecting a failure is performed by a kernel running on the first server computer.
- 15. The method of claim 14, wherein one or more applications critical to the operation of the first server computer register with the kernel.
- 16. The method of claim 14, wherein a failure is determined to have occurred when the kernel recognizes one or more critical application failures.
- 17. The method of claim 1, further comprising defining one or more failover states for a server computer.
- 18. The method of claim 17, wherein the failover states comprise a Primary state.
- 19. The method of claim 17, wherein the failover states comprise a Primary_offline state.
- 20. The method of claim 17, wherein the failover states comprise a Primary no secondary state.
- 21. The method of claim 17, wherein the failover states comprise a Failed state.
- 22. The method of claim 17, wherein the failover states comprise a Secondary state.
- 23. The method of claim 17, wherein the failover states comprise a Secondary_offline state.

- 24. The method of claim 17, wherein the failover states comprise a Secondary synchronizing state.
- 25. The method of claim 17, wherein the failover states comprise a Secondary_synchronized state.
- 26. The method of claim 17, wherein the failover states comprise a Secondary no primary state.
- 27. A method for data delivery comprising a first server operating on a first computer, a second server operating on the first computer, said first and second servers connected to a first network, the method comprising:

synchronizing parameters of the first and second servers; receiving an asset request from a user via the first network; processing the asset request by the first and second server; determining the operational status of the first server, wherein

if a failure is not detected, transmitting the asset by the first server via the first network,

if a failure is detected, transmitting the asset by the second server via the first network.